VSSprite + VSSprite() + VSSprite() + VSSprite() + ~VSSprite() + LoadSuccess() + Draw() + DrawHere() + Rotate() + SetRotation() + GetRotation() and 15 more... **VDU** + scrolloffset + ReceivedTargetData()

+ staticable() + getMode() + VDU() + Draw() + SwitchMode() + SetViewingStyle()

+ Scroll()

+ SetCommAnimation()+ GetCommunicating()+ CheckCommAnimation()